

Fig. 1

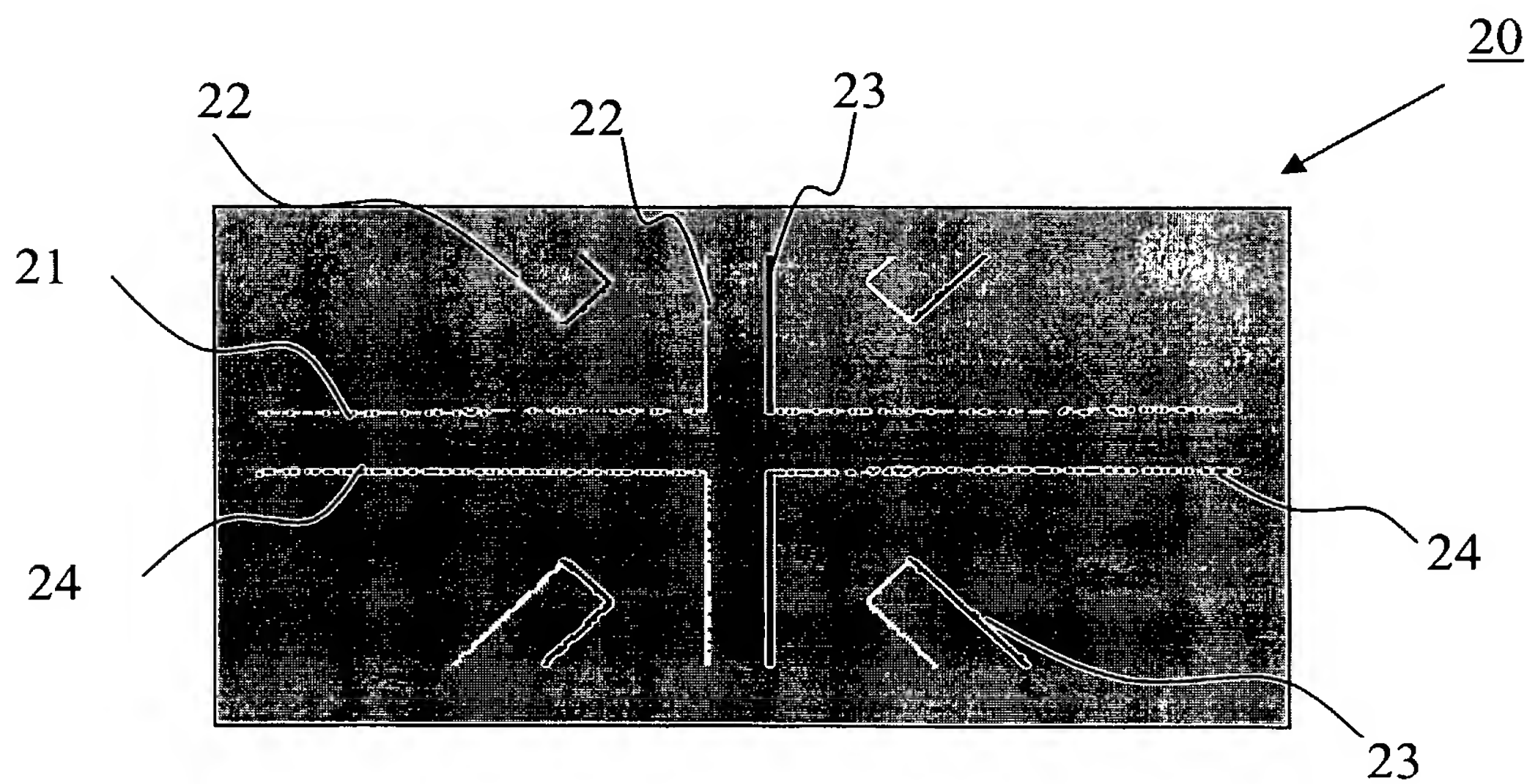


Fig. 2

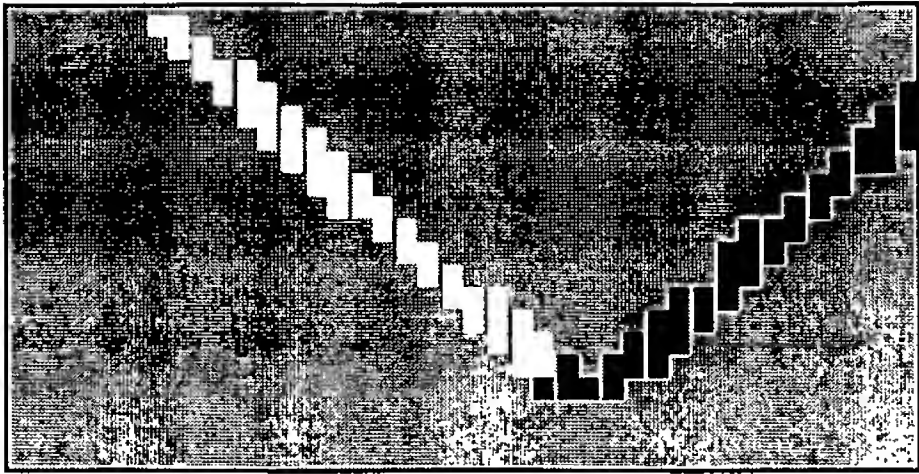


Fig. 3

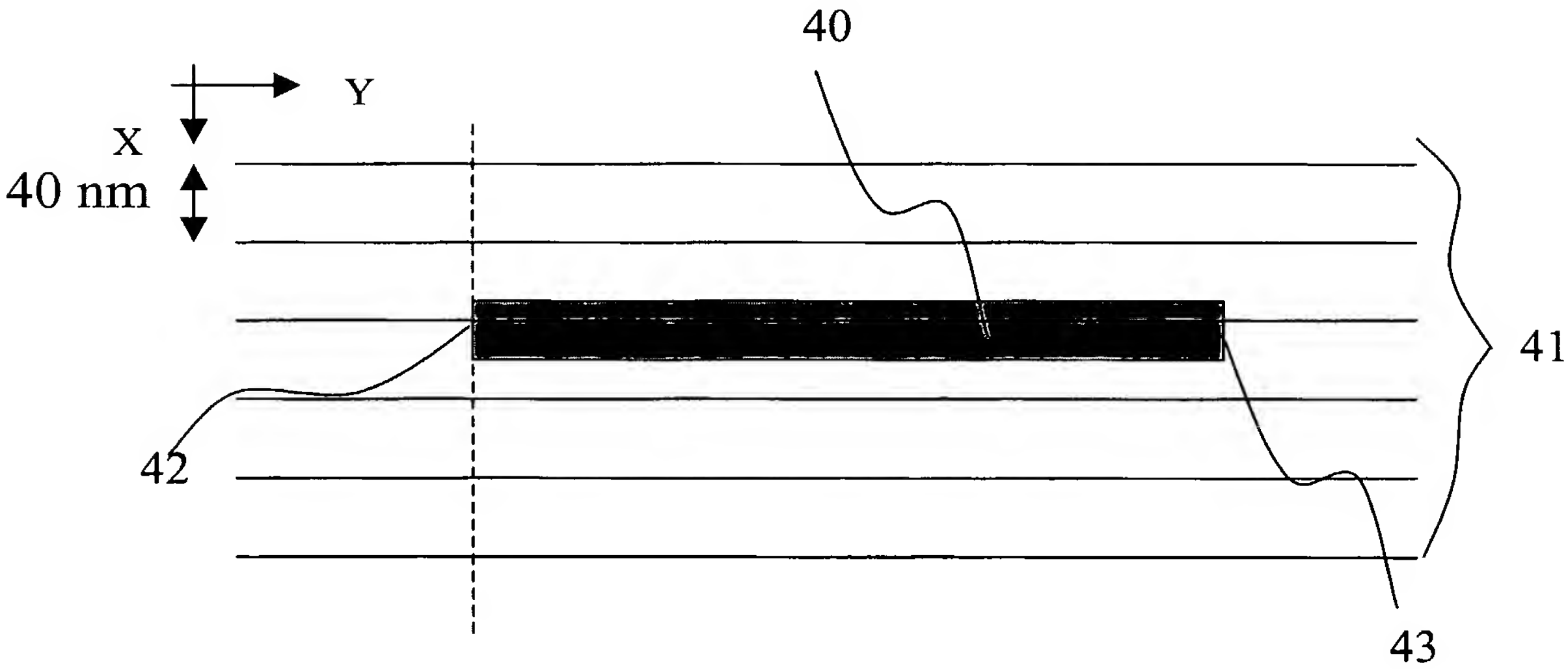


Fig. 4

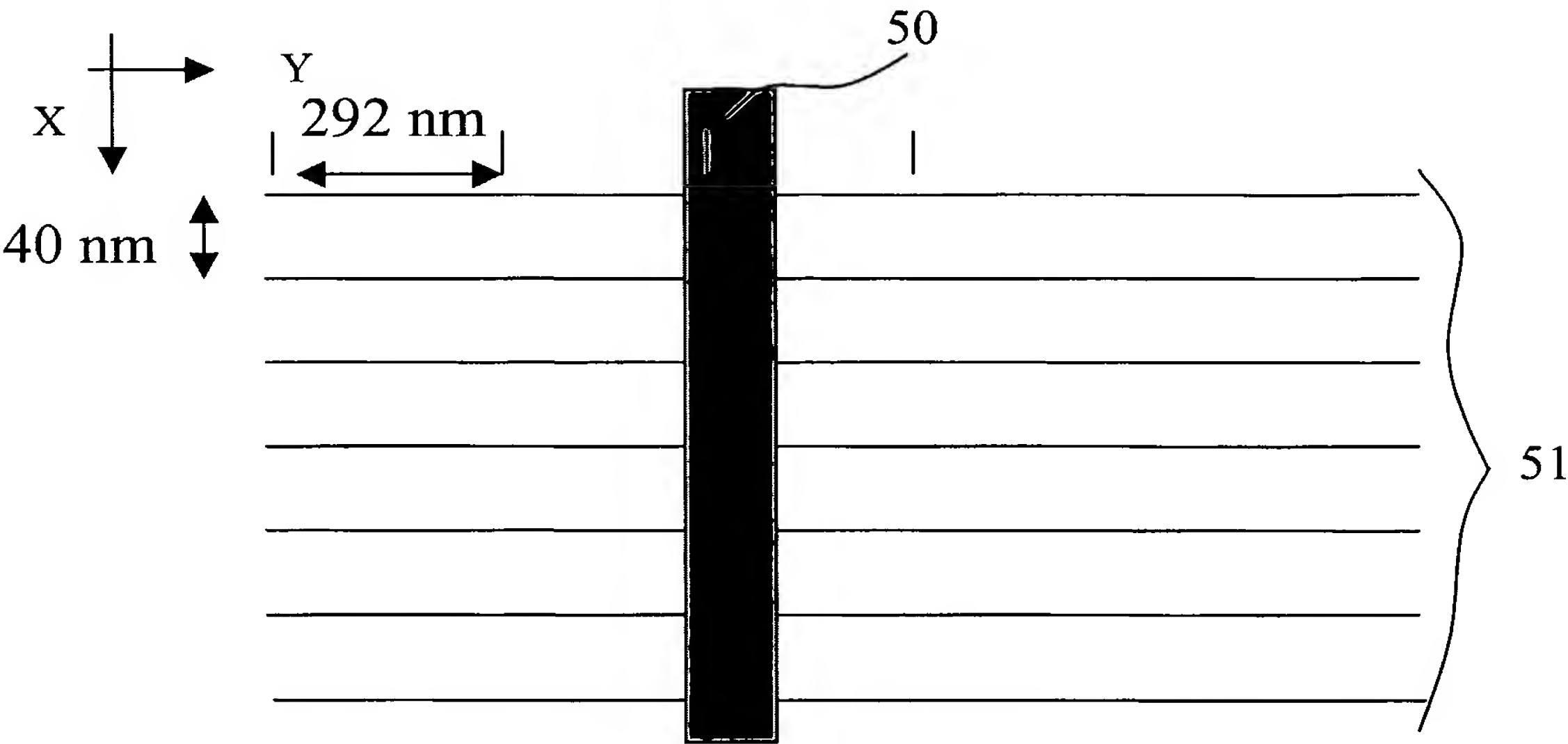


Fig. 5

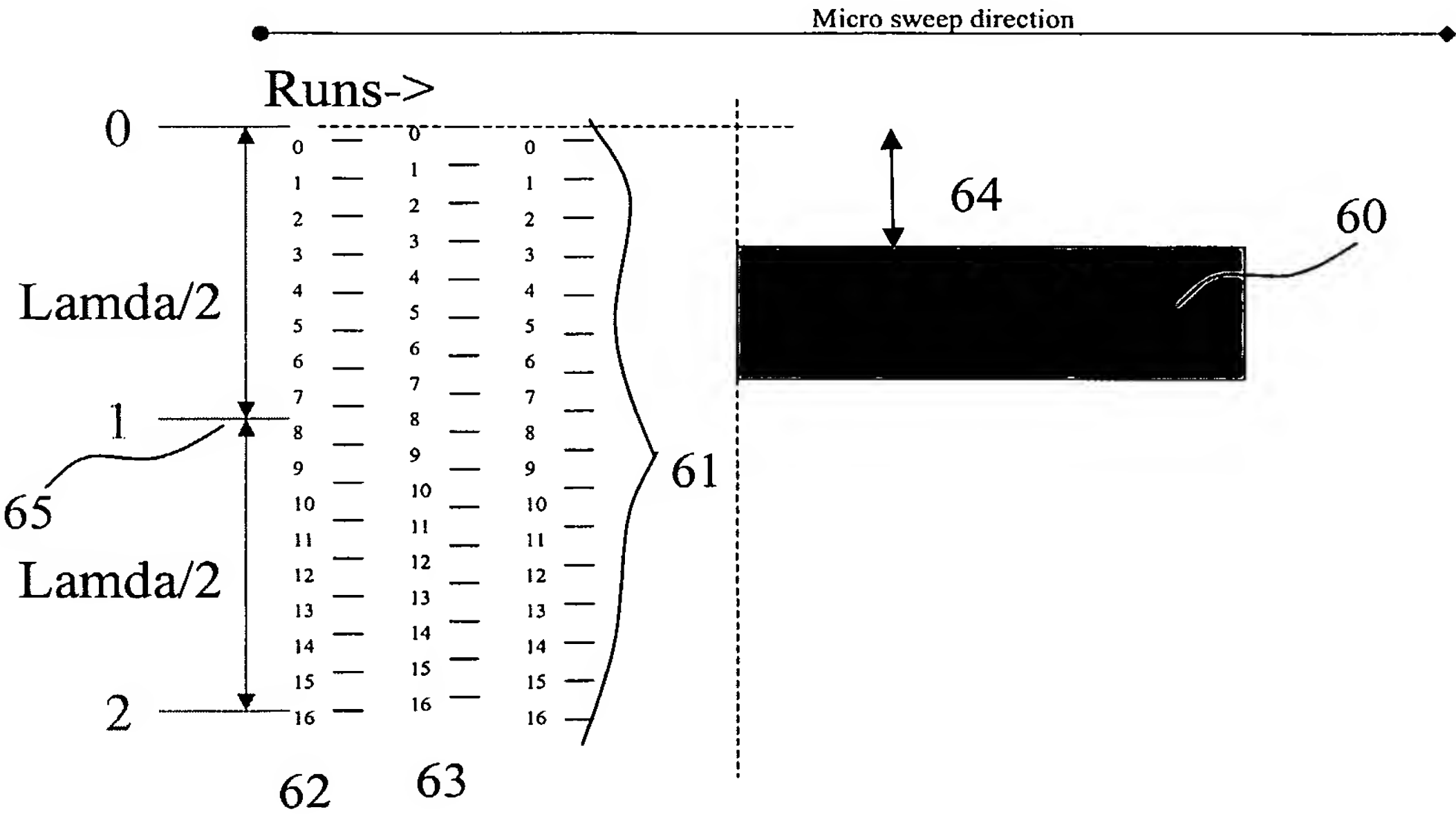


Fig. 6

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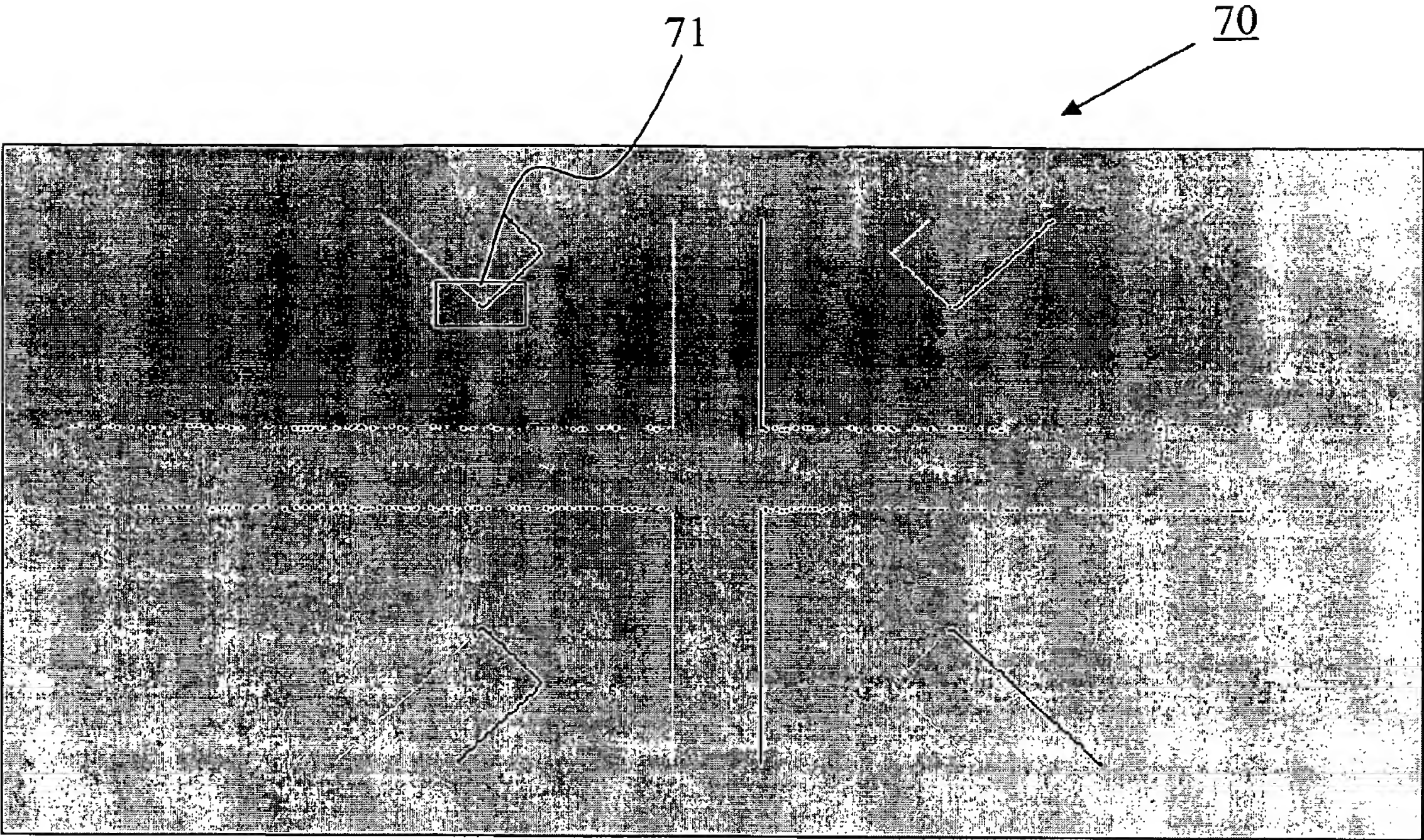


Fig. 7

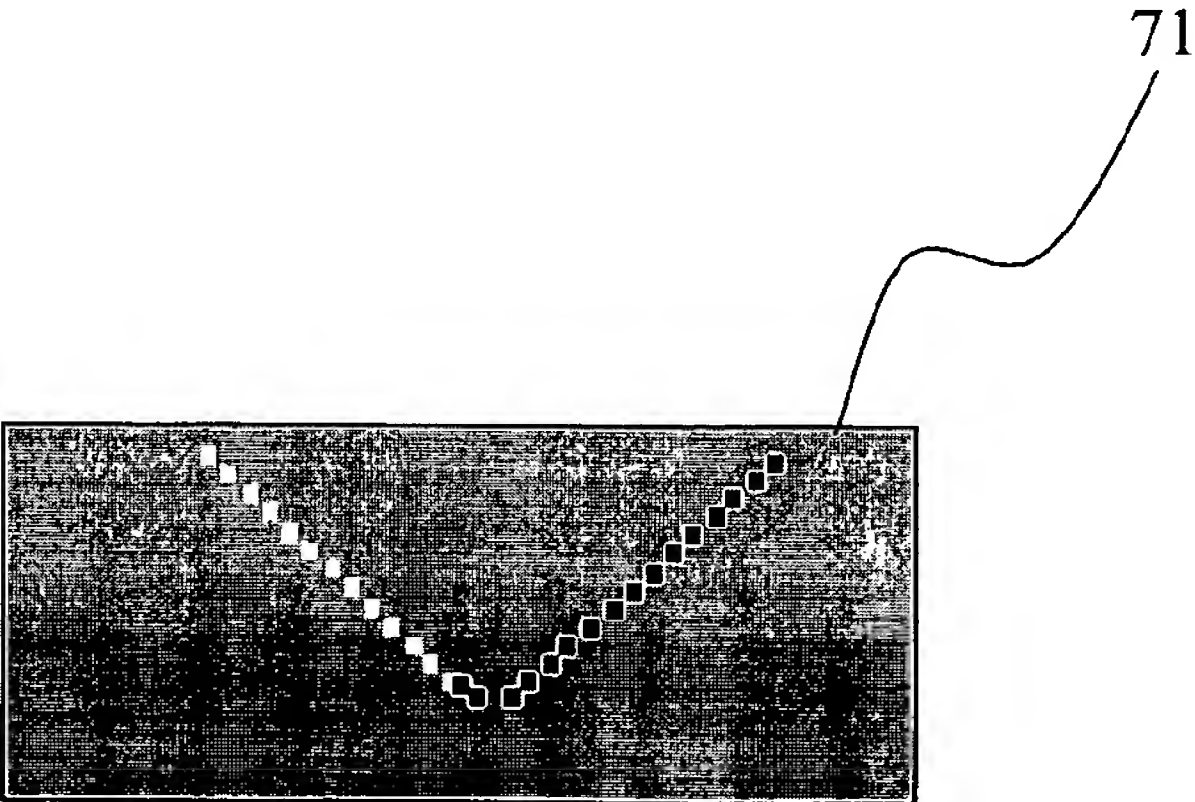


Fig. 8

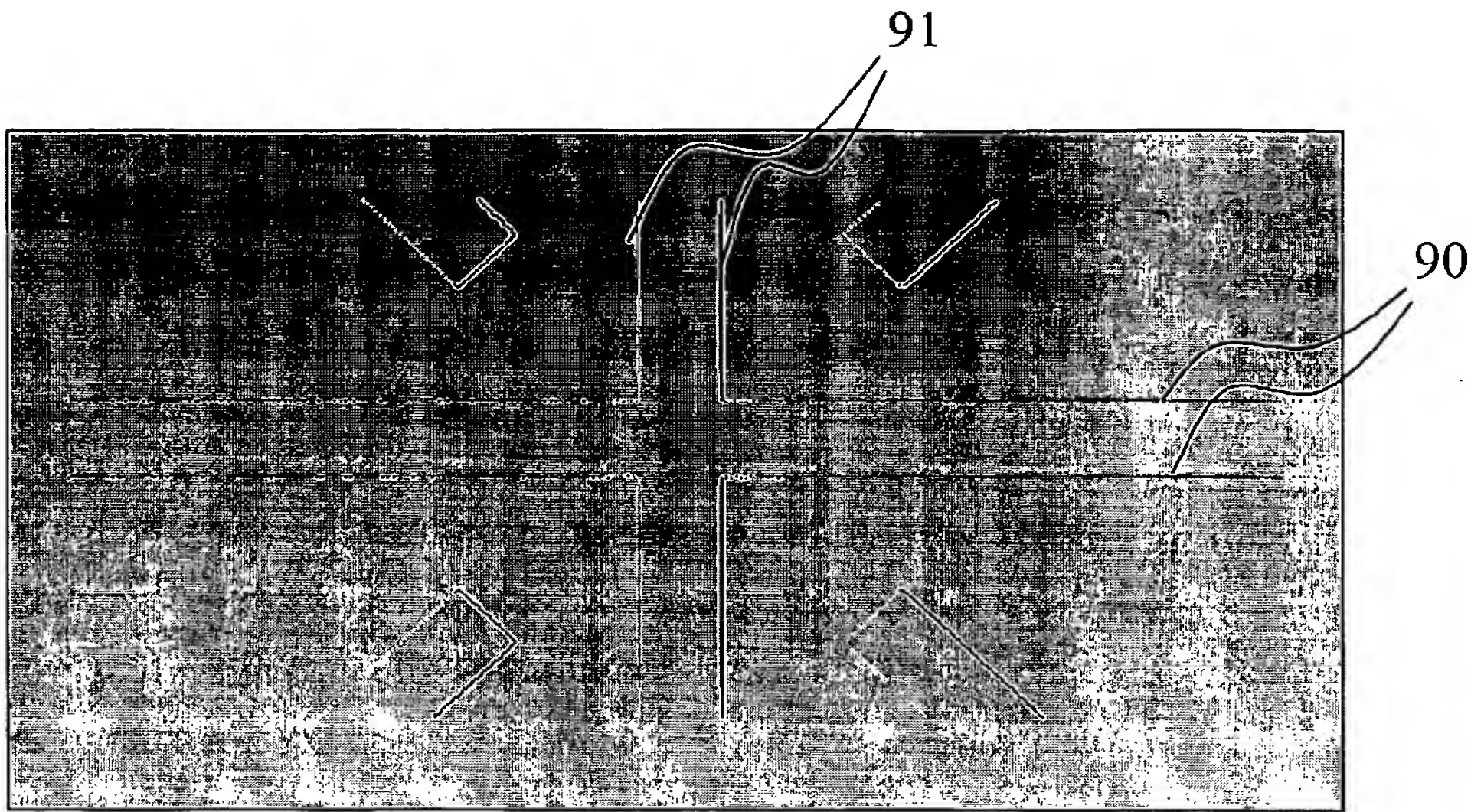


Fig. 9

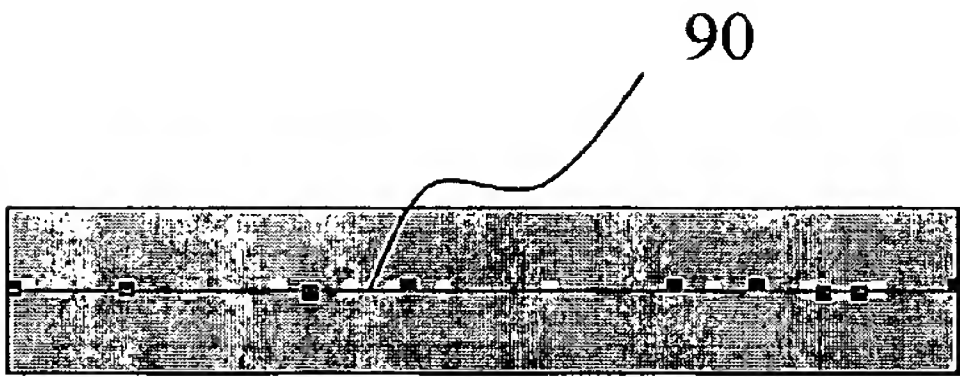


Fig. 10a

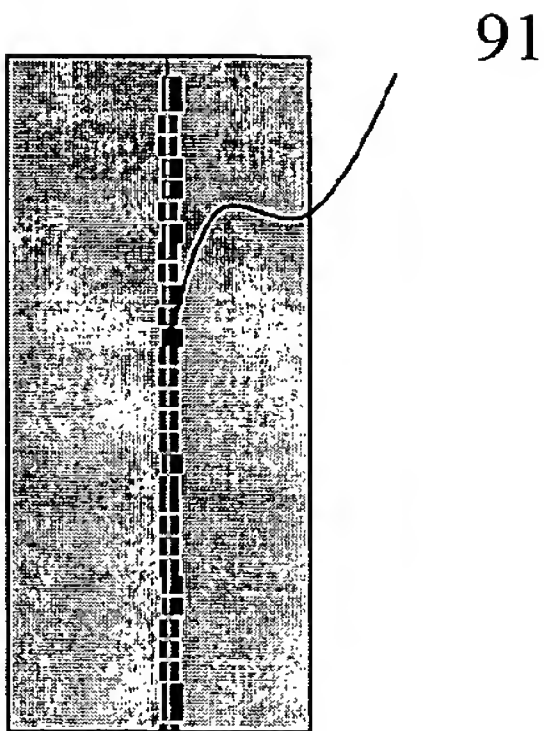


Fig. 10b

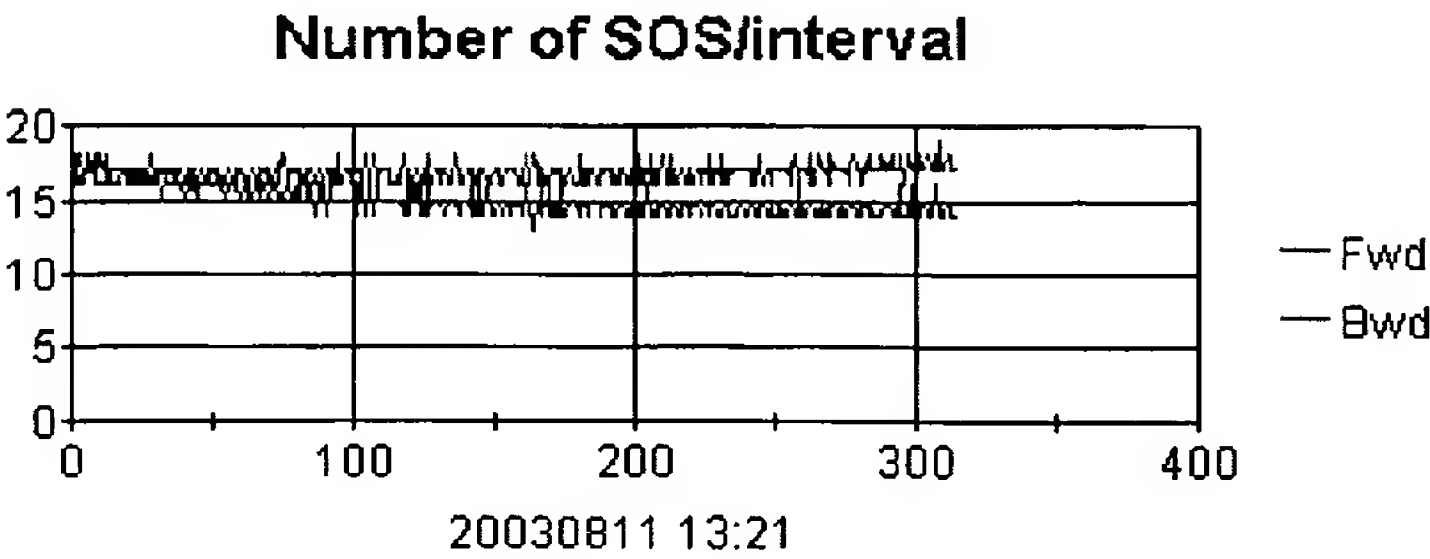
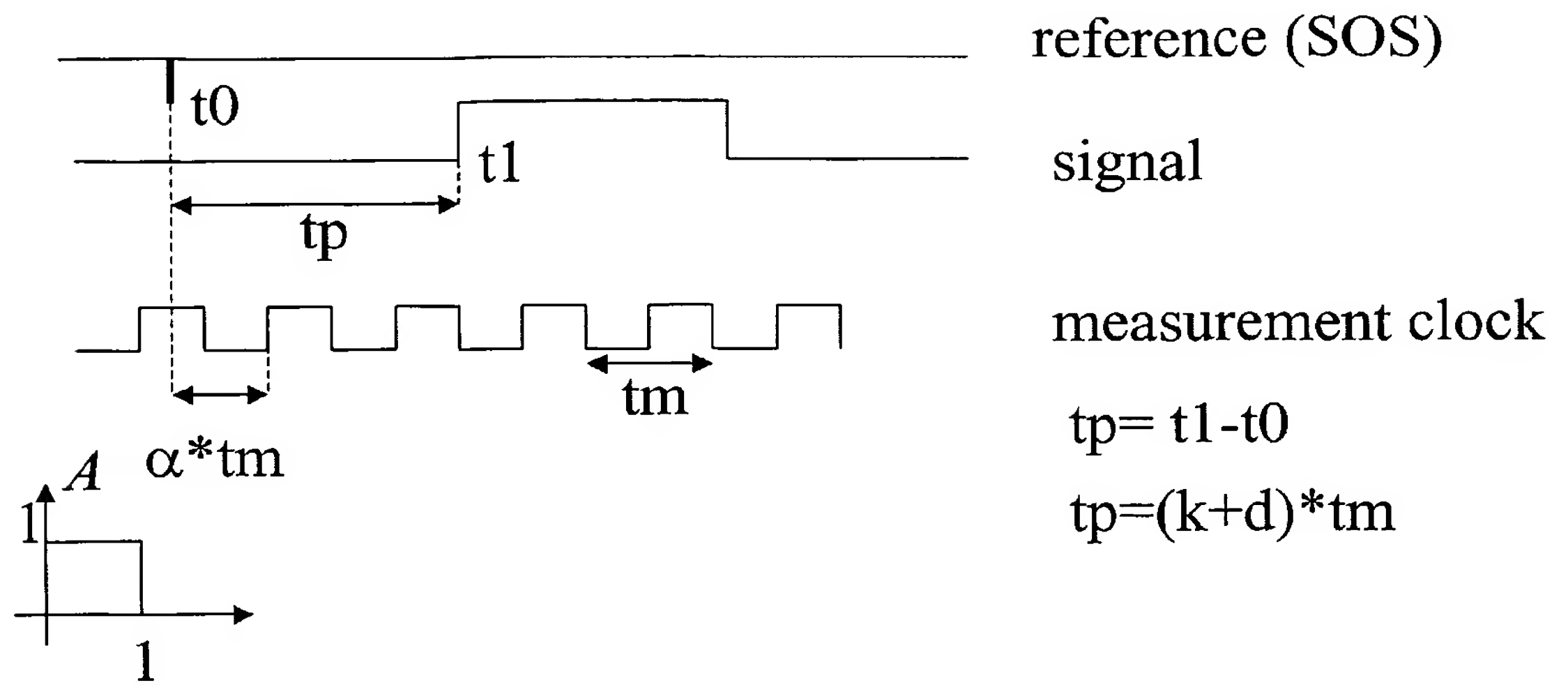
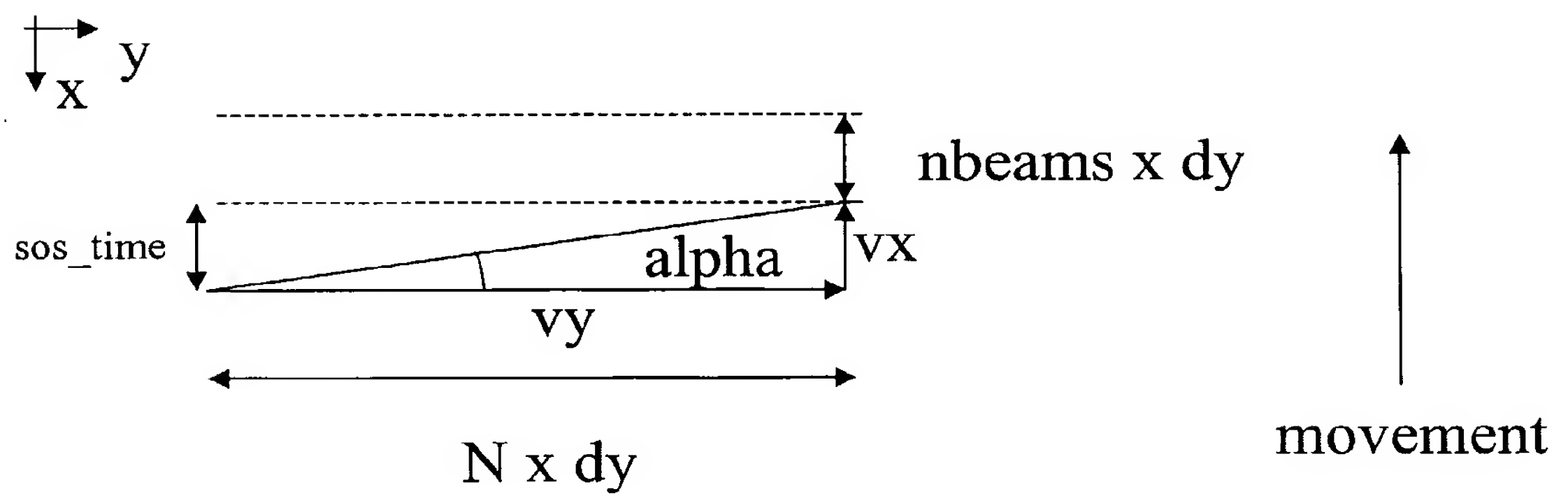


Fig. 11

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**Fig. 12**

$$vx = nbeams * dy / sos_time \text{ [um/usec]}$$

$$vy = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N * pixel_clock_time \text{ [usec]}$$

Fig. 13